



PLAYER EVALUATION



MLB Score Legend:

The scale is as follows:

- 20: Very Poor
- 30: Well-Below Average
- 40: Below Average
- 45: Fring-Average
- 50: Average
- 55: Solid-Average
- 60: Plus
- 70: Plus-Plus
- 80: Top-Tier

Pitchers Velocity:

- 80: 98 mph +
- 70: 93-97 mph
- 60: 90-92 mph
- 50: 88-89 mph
- 40: 85-87 mph
- 30: 83-84 mph
- 20: 82 mph -

Sixty-Yard Dash

- 20: 7.6+ seconds
- 30: 7.4-7.6 seconds
- 40: 7.2-7.3 seconds
- 50: 6.9-7.1 seconds
- 60: 6.7-6.8 seconds
- 70: 6.5-6.6 seconds
- 80: Below 6.5 Seconds

Catcher Pop Times:

- 80: < 1.7 seconds
- 70: 1.7-1.8 seconds
- 60: 1.8-1.9 seconds
- 50: 1.9-2.0 seconds
- 40: 2.0-2.1 seconds
- 30: 2.1-2.2 seconds
- 20: > 2.2 seconds

Sample MLB Scout Rep:

Dylan Bundy
Grades (Future)
Fastball: 65 (70)
Cutter: 50 (60)
Curveball: 55 (60)
Changeup: 40 (60)
Mechanics: 55 (60/65)
Command: 50 (60)
Control: 50 (60)

EVAL BY:	Go 4 The Show
EVENT LOCATION:	SAPULPA HIGH SCHOOL FIELD
EVENT DATE:	2018AUG04
EVAL DATE:	2018AUG04
LAST:	Dobbs
FIRST:	Caleb
ID:	300
HT:	5' - 11"
WT:	175
THR:	R
BAT:	R
CLASS:	2021
SCHOOL:	Tulsa Union
GPA:	3.75
ACT:	
POS 1:	1B
POS 2:	RHP
POS 3:	OF

CUR / PEAK MLB SCORE:	33
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CEILING PLAYING LEVEL:	Small College
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COMPOSITE SCORE:
33

ARM			GLOVE			HIT			SPEED	PITCHER			CATCHER		
M	S	A	M	R	C	M	C	P	60-YD	M	S	A	M	A	PT
27	20	36	27	32	31	33	39	37	7.28	32	20	45			

STRENGTHS:
[Arm - Accuracy] [Glove - Range] [Glove - Catching] [Hitting - Mechanics] [Hitting - Contact] [Hitting - Power] [Speed - 60-YD Dash] [Pitching - Mechanics] [Pitching - Accuracy]

WEAKNESSES:
[Arm - Mechanics] [Arm - Strength] [Glove - Mechanics] [Pitching - Speed]

RECOMMENDATIONS:
Focus on enhancing Strengths by continued work and exposure, as well as transforming Weaknesses to Strengths by getting Private Instruction to polish subject deficiencies. Additional pointers in Comments below.

COMMENTS:
Arm Velo Max = 68 mph. Bat Exit Velo Max = 81 mph. Calm, cool and collected. Keeps emotions in check extremely well. Clutch player used to Pitching in jams and producing with RISP with several walk-offs. Fields Position well at 1B and from Mound. Excellent control and command on mound. Working to boost velo. Deep portfolio of Pitches keeps batters off rhythm and plus location. Strong contact hitter rarely strikes out puts ball in play often. Can be 4-5 Tool guy with growing Strength, Explosiveness and Quickness.

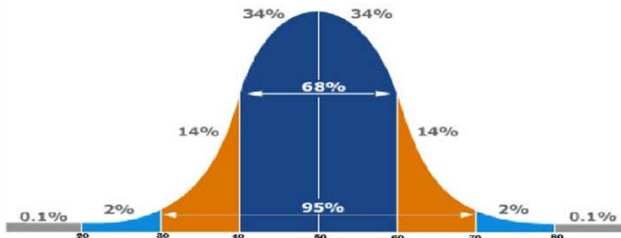
Anthony Rendon
Grades (Future)
Hit: 60 (70)
Power: 55 (65)
Speed: 50 (50)
Defense: 50 (55/60)
Arm: 55 (55/60)
Intangibles: 50 (60)

Archie Bradley (2012):
Grades (Future)
Fastball: 65 (70)
Curveball: 55 (60)
Changeup: 35 (50)
Mechanics: 50 (55)
Command: 35 (50/55)
Control: 35 (50/55)

Other Non-Tool Factors:
1 - Size
2 - Strength
3 - Pro Appearance (clean cut)
4 - Aggressiveness
5 - Growth potential
6 - Habits
7 - Dedication
8 - Agility
9 - Emotional maturity

Mike Trout (2012):
· Hit: 55 (70)
· Power: 45 (55)
· Plate Disc: 55 (65)
· Speed: 75 (80)
· Defense: 60 (70)
· Arm: 45 (45)

Bryce Harper (2012):
· Hit: 50 (60)
· Power: 70 (80)
· Plate Disc: 50 (55)
· Speed: 50 (45)
· Defense: 45 (60)
· Arm: 70 (80)



MLB 20-80 GRADING SCALE NORMAL DISTRIBUTION

